

Marcus Schmidt

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OBJECTIVE

Maya Generalist, Character Animator
Emphasis in lighting, shading, rendering and animation
Nuke Compositor

WORK EXPERIENCE

Network Orange

1987 ~ 1996

CEO

- Creation and realization of ad campaigns
- Photographer (action, lifestyle)

Freelancer CGI

1997 - today

- Realisation of CGI

EDUCATION

• AnimationMentor.com

Diploma in Advanced Character Animation Studies

Graduation Date: 2007

Mentored by:

Charles Alleneck	ILM
Randy Haycock	Disney
Dave Vallone	
Melanie Cordan	Dreamworks
Kenny Roy	Zoic
Ethan Hurd	Dreamworks

SKILLS

Animation, Character Animation
Lighting, shading, rendering
Compositing

Autodesk Maya
The Foundry Nuke
Boujou, PFTrack, Mari, ...

Realflo 5
Houdini
ZBrush
